

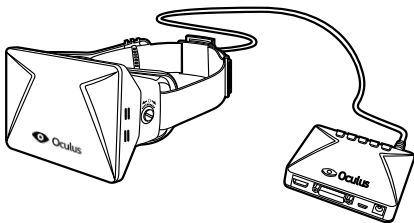


## Oculus Rift Development Kit

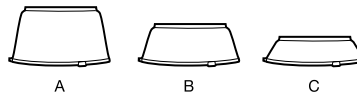
Version 1.1



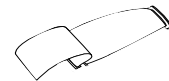
### Oculus Rift Development Kit Contents



Headset and  
Control Box



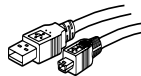
3 Pairs of Lenses



Over-the-head  
Strap



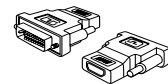
6ft HDMI Cable



3ft USB Cable



Power Cord with  
Adapter



DVI/HDMI Adapter

### Oculus Rift Development Kit

The Oculus Rift Development Kit includes everything you need to start building virtual reality content for the Oculus Rift.

- Headset and control box
- Power cord with adapter
- DVI/HDMI adapter
- 6ft HDMI cable
- 3ft USB cable
- 3 pairs of vision lenses
- Over-the-head strap

### Getting Started

Remove the contents of the case carefully.

If any part is missing or damaged, please contact Oculus Customer Support.

More detailed information on setup and troubleshooting can be found online at:  
<https://developer.oculusvr.com>

Oculus VR, Inc.  
[support@oculusvr.com](mailto:support@oculusvr.com)

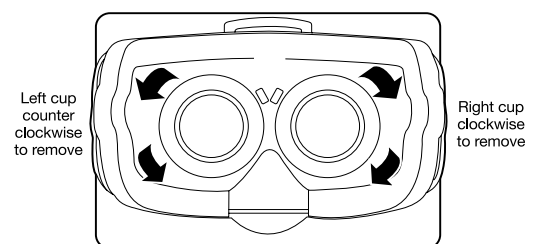
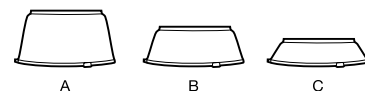
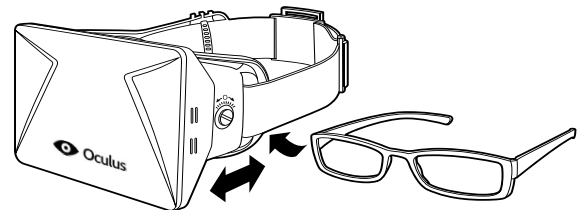
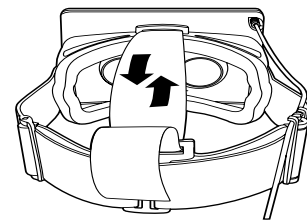
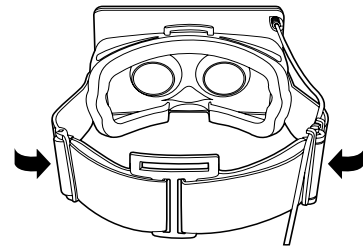
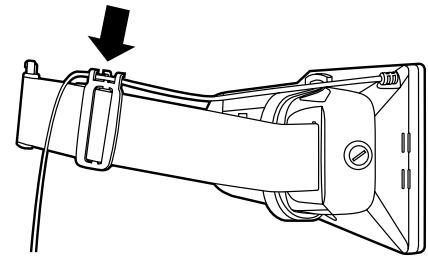
## Setting Up the Headset

1. Carefully remove the headset and the control box from the case. The headset cord is permanently attached to the control box. Avoid having this cord bend sharply.
2. Adjust the head strap so that it fits snugly around your head.
3. An over-the-head strap is included. If you choose to use it, loop the strap from the front to the back and adjust so it fits over your head comfortably. Adjust the over-the-head strap to fit as desired.
4. If you wear glasses, you can adjust the distance of the lenses and screen by turning the screws on either side of the headset using a coin. Make sure that the adjustment settings on both sides match after making changes.

**Note:** Wearing glasses while using the headset will reduce your field of view. You also risk scratching your lenses. If you are nearsighted, we recommend you use the included vision eye cups or contact lenses.

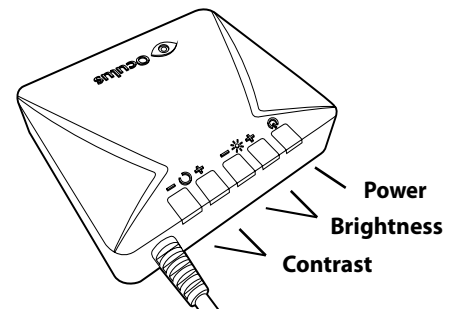
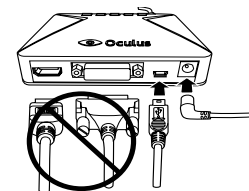
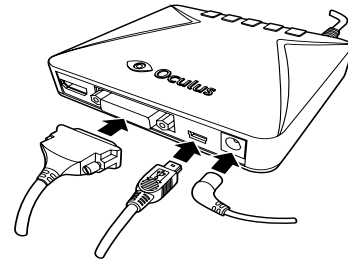
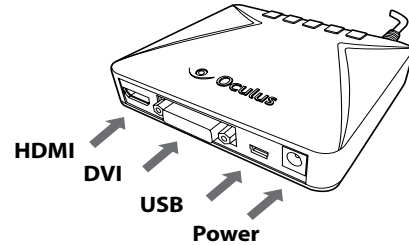
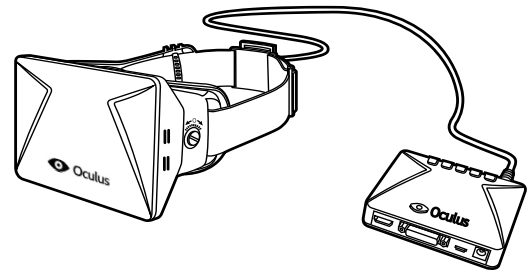
5. Three different pairs of lenses are included with the development kit. The tallest set (A) is designed for 20/20 or farsighted vision. The middle set (B) is designed for moderately nearsighted users. The shortest set (C) is designed for very nearsighted users. The lenses are designed to be swapped using an insert-lock-in-place mechanism. If you wish to wear corrective lenses while using the Rift, please use lens set A, the tallest lens cups and use the side screws of the Rift to adjust the headset to fit on your head.

**Note:** To prevent dust from getting inside the headset, we recommend you turn the headset face down before changing lenses.



## Setting Up the Oculus Rift Control Box

1. There are four connectors on the back of the control box. The connectors are:
  - HDMI
  - DVI
  - USB
  - Power
2. Connect one end of the video cable (DVI or HDMI) to your computer and the other end to the control box. Only one video input should be connected to the control box at a time. You can use the DVI Adapter with the HDMI cable.
3. Connect one end of the USB cable to your computer and the other to the control box.
4. Plug the power cord into an outlet and connect the other end to the control box.
5. The buttons on the top of the control box are used to adjust brightness and contrast of the headset's display.
  - The left most two buttons adjust the display's contrast.
  - The next two adjust the display's brightness.
  - The right most button turns the power on and off.
6. Press the power button to power on the control box and the headset. A blue LED on the top of the control box indicates whether the device is on or off.



**The Oculus Software Development Kit (SDK) is available at [developer.oculusvr.com](http://developer.oculusvr.com).**

OCULUS RIFT  
VIRTUAL REALITY HEADSET DISPLAY DEVELOPMENT KIT  
END USER LICENSE AGREEMENT  
**IMPORTANT! READ CAREFULLY**

Oculus VR, Inc. ("Oculus") is pleased to provide to you the enclosed prototype version of the Oculus Rift virtual reality headset display (the "Headset"). You have also been provided with the Oculus Rift firmware (the "Firmware") and the Oculus Rift software development kit (the "SDK") to enable and facilitate your creation and development of interactive software applications to be used in connection with the Headset. The Firmware comes with your Headset, and the SDK can be downloaded at <https://developer.oculusvr.com>.

Please read the safety warnings below carefully before using the Headset to ensure your personal safety and prevent injury, sickness or property damage. Do not leave the Headset in direct sunlight. The Headset can be damaged by exposure to direct sunlight.

The use of the Headset and Firmware (together, the "Product") is also subject to the Terms and Conditions set forth below. The use of the SDK is subject to the Oculus Rift Development Kit License Agreement, which is located at <http://www.oculusvr.com/license> (the "SDK License Agreement").

If you have any questions concerning the Product, you may contact the Oculus technical/customer support department at [support@oculusvr.com](mailto:support@oculusvr.com).

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**BY USING THE PRODUCT IN ANY WAY, YOU AGREE TO ADHERE TO AND BE BOUND BY THE SAFETY WARNINGS AND TERMS & CONDITIONS BELOW.**

**SAFETY WARNINGS:**



**PHOTOSENSITIVITY/MOTION SICKNESS/SEIZURES:** THE HEADSET PRODUCES AN IMMERSIVE VIDEO EXPERIENCE, WHICH CAN HAVE ADVERSE EFFECTS ON THE USER, INCLUDING SIMULATION SICKNESS, PERCEPTUAL AFTER EFFECTS, DISORIENTATION, DECREASED POSTURAL STABILITY, AND EYE STRAIN. SOME INDIVIDUALS MAY ALSO EXPERIENCE SEVERE DIZZINESS, EPILEPTIC SEIZURES, OR BLACKOUTS WHEN EXPOSED TO CERTAIN FLASHING LIGHTS OR PATTERNS LIKE THOSE PRODUCED BY THE HEADSET.

**ACCORDINGLY, YOU SHOULD IMMEDIATELY DISCONTINUE USE OF THE HEADSET AND CONSULT A PHYSICIAN IF YOU EXPERIENCE ANY OF THE FOLLOWING SYMPTOMS: DIZZINESS; DISORIENTATION; ALTERED VISION; LOSS OF AWARENESS; NAUSEA; LIGHTEADEDNESS; MOTION SICKNESS; SEIZURES; OR ANY TYPE OF DISCOMFORT OR PAIN IN THE HEAD OR EYES.**

In addition, you should always observe the following precautions: (a) ease into the use of the Headset to allow your body to adjust, beginning with only a few minutes at a time, (b) avoid using the Headset continuously for more than an hour at a time, and (c) do not use the Headset when you are tired or need sleep. Anyone who has had a history of seizures, loss of awareness, symptoms linked to an epileptic condition or is otherwise prone to any form of motion sickness should consult a doctor before using the Headset.

**AWARENESS:** Always be aware of your surroundings when using the Headset. Take special care to ensure that you are not near stairs, balconies, windows, furniture, or other items that can run into, tripped over, or knocked down when using the Headset, and do not handle sharp or otherwise dangerous objects while using the Headset.

**ELECTRICAL SHOCK HAZARD:** To reduce the risk of electric shock:

1. Do not expose the Product to water or moisture.
2. Unplug before cleaning, and clean only with a dry cloth.
3. Keep the Product away from open flames and other heat sources.
4. Do not modify or disassemble the Product without assistance from a trained electronics professional.

**USE BY CHILDREN:** CHILDREN UNDER THE AGE OF 10 SHOULD NOT USE THE HEADSET AT ANY TIME. Parents should monitor their children's use of the Headset at all times to ensure their safety and well-being.

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**TERMS AND CONDITIONS:**

**USE OF THE PRODUCT: LICENSE: LIMITATIONS.** You agree to use the Headset for your own personal, non-commercial purposes. Oculus grants you a non-exclusive, non-transferable, limited right and license to use the Firmware solely in accordance with these Terms and Conditions. All rights not specifically granted herein are reserved by Oculus and, as applicable, Oculus' licensors. This license confers no title or ownership in the Firmware and should not be construed as a sale of any rights therein. You agree not to: (a) sell, rent, lease, sublicense, distribute or otherwise transfer the Firmware without the express prior written consent of Oculus; (b) reverse engineer, derive source code from, modify source code from, or decompile source code from the Product in whole or in part, or (c) make any commercial use of the Product without the prior written consent of Oculus. Oculus shall have no obligation to provide any updates or upgrades to the Firmware, but in the event that it does, such updates, upgrades and any documentation shall be deemed part of the Firmware, and shall be subject to these Terms and Conditions.

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#### **FCC Information:**

This equipment has been tested and found to be within the limits for a class B digital device, pursuant to part 15 for the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Oculus Rift™ Development Kit, Oculus VR, Inc. USA  
Model No.: DK1  
Made in China